Liverpool John Moores University

Title:	Programming
Status:	Definitive
Code:	**3206FNDET** (127955)
Version Start Date:	01-08-2021
Owning School/Faculty:	Computer Science and Mathematics
Teaching School/Faculty:	Computer Science and Mathematics

Team	Leader
Andrew Symons	Y
Kirsty Lever	

Academic Level:	FHEQ3	**Credit Value:**	10	**Total Delivered Hours:**	33
Total Learning Hours:	100	**Private Study:**	67		

Delivery Options
Course typically offered: Semester 2

Component	Contact Hours
Lecture	22
Practical	11

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS1	Programming Tasks	100	

Aims

- To introduce the student to the software development process.
- To become conversant with a range of computer programming environment and their applications.
- To develop problem solving skills in computing and wider engineering or technology areas.

Learning Outcomes

After completing the module the student should be able to:

1 Apply knowledge of programming constructs and basic algorithms.
2 Demonstrate problem solving skills by producing simple programming solutions.
3 Evaluate alternatives and make sound judgements regarding programming solutions.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Programming Tasks	1	2	3

Outline Syllabus

Programming Overview & History
The Language & IDE
Basic Elements
Procedural Programming
Setting up a programming environment
Scripting Fundamentals
Producing a script
Formatting a script
Variables
Data types
Input to scripts
Programming arithmetic
Mathematical operators
Division, floors and truncation
Program Control Selection Statements
Loop Constructs

Learning Activities

Student-focused learning activities based on a combination of lectures and classroom activities with practical, experiential learning in laboratories designed to reinforce and increase the student learning experience.

Notes

This module introduces the student to the fundamental concepts of programming and their practical application.